Mustafa Göktürk Yandım

Software Developer

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Education

Uppsala University

Computer Science & Engineering (Erasmus Exchange)

August 2021- January 2022 / Uppsala, Sweden

Sabanci University

Double Major (BSc) in Computer Science & Engineering Bachelors (BSc) in Mechatronics Engineering Minor in Energy June 2022/ Istanbul, Turkey June 2021/ Istanbul, Turkey June 2022/ Istanbul, Turkey

Work Experience

Productive Machines

Manufacturing
Software Developer (Full-Time)

August 2022 - Present / Sheffield, UK

- o Algorithm Design and development of a complex machining simulation software
- o Coded in C++, Python, VB and Matlab
- o Development using MachineWorks 3D Geometric Engine and C++ Armadillo Linear Algebra libraries
- Add-on UI design and development for Siemens NX CAD/CAM software using VB language
- o Worked with NX Open API to access machining data from CAM files
- o Introduced and setup Agile development method within the company using Bitbucket and Jira boards
- o Developed and delivered an extensive set of technical guides, interactive workshops, and video tutorials for team members

Pubinno Inc.

Internet of Beer, Technology Company Embedded Software Developer Internship March 2022 - May 2022 / Istanbul, Turkey

- o Coded in C language to implement functionalities and GUI's for IoT devices
- o Collaborated with other team members using gitHub and Jira boards

Corporation 9

Innovation, Technology & Research Company Embedded Software Developer Internship (Part -Time / Remote) November 2021 – January 2022 / London, UK

- Research & Development project with University of Leeds for an Industrial IoT application solution.
- o Development in C language together with an ESP32 microcontroller.

Yongatek

Microelectronics Research & Development Company

July - September 2020 / Teknopark Istanbul, Turkey

- o Research & Development project for developing a commercial product that will be used for an Industrial IoT application.
- o Communication methods such as Bluetooth Low Energy and SPI are combined with a variety of development cards including Nordic BLE Dev. Kit, Orange Pi, Stm32 and E-paper module.
- o Using C programming language, an existing driver library that was written for Keil Embedded Studio (Stm32) was modified and implemented to a different platform called SEGGER Embedded studio (Nordic Dev. Kit).
- o Python language and BLEAK bluetooth libraries are used within a Linux based system for cross platform communication.

Sabanci University

ENS 209, Introduction to Computer Aided Drafting and Solid Modeling Learning Assistant

January - June 2019 / Istanbul, Turkey

o Helped ENS 209 course students on how to use Solidworks software for sketch drawing, creating solid parts using various tools, assembling parts and drawing technical parts from different views.

Sunexpress

Airways Corporation Internship

January - February 2019 / Antalya, Turkey

Projects

Personal Project

Game Development with Unreal Engine

March - Present 2024

- o Currently involved in an Udemy course to learn about Unreal Engine and increase C++ skills while creating a 3D game
- Completed a Blender Modelling course for creating 3D models and assets.

Personal Project

IOS Application Development

March - December 2020

Swift programming language to create an IOS application named "Expense Tracker" for tracking individual expenses

Sabancı University / ME 308

Industrial Control Course Project

February - July 2019/ Istanbul, Turkey

- Solved given automation tasks using Siemens PLC Ladder Programming and Beckhoff Industrial PC.
- o Experienced Pneumatic pistons & drivers, relays, PLC Modules and components, Conveyor & chain belts, Inputs such as push buttons and optical/metal sensors.
- o Worked in Mechatronics Laboratory and used a variety of power and measuring tools.

Sabancı University / PROJ 102

Project with professors

September-December 2017/ Istanbul, Turkey

- o Designed & built an autonomous robot combining Arduino and Raspberry Pi microcontrollers with a single camera.
- Worked on Computer Vision (OpenCV), Serial Communication, Time to Collision methods.
- o Prepared introduction and Final reports. Poster design placed in top three.

Volunteer Work

Work and Travel

Chula Vista Resort Highgate / Split Rock Resort June-September 2019 / Wisconsin Dells, WI, USA June-September 2018 / Lake Harmony, PA, USA

- o Worked in different job roles such as a Server, Bowling & Fitness Desk attendant, Lifeguard and Housekeeping.
- Colloborated as a team with a variety of people from different countries while discovering their cultures.

Skills

Languages:

- o Turkish (Native)
- o English (C1 IELTS 7.0/9.0)

Skills and Tools:

| C / C++ | MATLAB | Python |
|----------------------------|------------------------|----------------------------|
| C# / VB | XCode / Swift | Blender |
| Siemens NX Open | Raspberry Pi / Arduino | Solidworks (CAD-CAE) |
| Unreal Engine | Linux Terminal | Jira / Trello / Confluence |
| GitHub/ Gitlab / Bitbucket | Postman | |